

FORM PTO 1449 (modified)  U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE  LIST OF REFERENCES CITED BY APPLICANT(S) (Use several sheets if necessary)  Submitted to the PTO: October 9, 2003		ATTY DOCKET NO. <b>01263.000894.1</b>		APPLICATION NO. <b>To b assign d</b>			
		APPLICANT <b>GRAHAM J. DUNNETT</b>					
		FILING DATE <b>October 9, 2003</b>		GROUP <b>2671</b>			
U.S. PATENT DOCUMENTS							
*EXAMINER INITIAL		DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
		<b>5,253,339</b>	<b>10/1993</b>	<b>Wells, et al.</b>	<b>395</b>	<b>126</b>	
		<b>5,602,979</b>	<b>02/1997</b>	<b>Loop</b>	<b>395</b>	<b>123</b>	
		<b>5,666,472</b>	<b>09/1997</b>	<b>Huddy</b>	<b>345</b>	<b>119</b>	
FOREIGN PATENT DOCUMENTS							
		DOCUMENT NUMBER	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION YES/NO/ OR ABSTRACT
		<b>0 366 463</b>	<b>05/1990</b>	<b>Europe</b>			
		<b>0 596 667</b>	<b>05/1994</b>	<b>Europe</b>			
		<b>0 590,995</b>	<b>04/1994</b>	<b>Europe</b>			
		<b>0 996 094</b>	<b>04/2000</b>	<b>Europe</b>			
OTHER DOCUMENT(S) (Including Author, Title, Date, Pertinent Pages, Etc.)							
		<b>J.D. Foley, et al., Computer Graphics Principles and Practice, Second Edition, pp. 511-528 and 721-741 (1993).</b>					
		<b>D.E. Breen, "Creation and Smooth-Shading of Steiner Patch Tessellations", Proceedings Fall Joint Computer Conference, pp. 931-940 (1986).</b>					
		<b>D.F. Rogers, Procedural Elements for Computer Graphics, McGraw-Hill, pp. 317-319 (1988).</b>					
		<b>J. Arvo, "Stratified Sampling of Spherical Triangles", Computer Graphics Proceedings, Annual Conference Series, pp. 437 &amp; 438, (1995).</b>					
		<b>J.D. Foley, et al., Computer Graphics Principles and Practice, Second Edition, pp. 488-490 and 514 (1993).</b>					
		<b>A.A.M. Kuijk, et al., "Faster Phong Shading Via Angular Interpolation", Computer Graphics Forum, No. 8, pp. 315-324 (1989).</b>					
		<b>M. Shantz, et al., "Shading Bicubic Patches", Computer Graphics, Vol. 21, No. 4, pp. 189-196 (July 1987).</b>					
		<b>C. Bajaj, et al., "Smoothing Polyhedra Using Implicit Algebraic Splines", Computer Graphics, Vol. 26, No. 2, pp. 79-88 (July 1992).</b>					
		<b>G. Farin, "Triangular Bernstein-Bézier pa", Computer Aided Geometric Design, No. 3, pp. 83-127 (1986).</b>					
EXAMINER				DATE CONSIDERED			

\*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

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U.S. PATENT DOCUMENTS							
*EXAMINER INITIAL		DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
		5,563,989	10/1996	Billyard	395	126	
		5,777,620	07/1998	Billyard	345	426	
		5,757,321	05/1998	Billyard	345	434	
		5,579,454	11/1996	Billyard, et al.	395	121	
		6,580,426	06/2003	Small, et al.	345	421	
FOREIGN PATENT DOCUMENTS							
		DOCUMENT NUMBER	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION YES/NO/ OR ABSTRACT
		0 806 744	11/1997	Europe			
		WO 99/53445	10/1999	PCT			
OTHER DOCUMENT(S) (Including Author, Title, Date, Pertinent Pages, Etc.)							
		M.J. Castro Diaz, "Mesh Refinement Over Triangulated Surfaces," Inria Research Report, pp. 1-40 (October 1994).					
		Xia, Julie C., et al., "Adaptive Real-Time Level of Detail-Based Rendering for Polygonal Models", IEEE Transactions of Visualization and Computer Graphics, IEEE Service Center, Vol. 3, No. 2, pp. 171-183 (April 1, 1997).					
		Barequet, Gill, et al., "RSVP: A Geometric Toolkit for Controlled Repair of Solid Models", IEEE Transactions on Visualization and Computer Graphics, IEEE Service Center, Vol. 4, No. 2, pp. 162-177 (April 1, 1998).					
		R. L. Cook, "Shade Trees", Computer Graphics, Vol. 18, No. 3, pp. 223-231, (July 1984).					
		A.V. Gelder et al., "Direct Volume Rendering with Shading Via Three-Dimensional Textures", Proceedings of the 1996 Symposium on Volume Visualization, pp. 23-30, (October 1996).					
		Pharr et al., "Geometry Caching for Ray-Tracing Displacement Maps", Proceedings of the Seventh Eurographics Workshop on Rendering, pp. 31-40 and 280-294, (June 1996).					
		Becker et al., "Smooth Transitions Between Bump Rendering Algorithms", Computer Graphics Proceedings, Annual Conference Series, pp. 183-189, (1993).					
		Cook et al., "The Reyes Image Rendering Architecture", Computer Graphics, Vol. 21, No. 4, pp. 95-102, (July 1987).					
		J. Foley et al., "Illumination and Shading", Computer Graphics, Second Edition, Principles and Practice, pp. 806-812.					
		J. Foley et al., Computer Graphics Principles and Practice, Second Edition, pp. 664-680.					
EXAMINER				DATE CONSIDERED			

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